Amendments to the Specification:

Please replace the paragraph beginning at page 18, line 13 with the following rewritten paragraph:

In a first method, the game randomly assigns a value from the table 120 to an input 100. Fig. 4A schematically illustrates that the game randomly assigns the "H" input to the five value, the "E" input to the ten value, the "C" input to the fifteen value, etc. In this example the value table 120 includes the same number of values as the number of inputs 100, and the game only assigns a particular value one time. As described below, a table preferably includes having more or less values than inputs and assigning a particular value a plurality of times.

[Please replace the paragraph beginning at page 26, line 1 with the following rewritten paragraph:]

The game then: (i) performs one or more mathematical operations as indicated by mathematical operators ~~106~~110, with any two or more awards until performing a mathematical operation with each award; (ii) displays the result of applying one or more mathematical operations with the awards in the paid display 112; and (iii) provides the resulting amount of credits or multipliers or other gaming device award to the player. In Fig. 5E, as preferred, the game adds all three awards together, but alternatively multiplies all three awards, etc. The alternative embodiment of Figs. 5A through 5E includes performing any mathematical operation such as addition, subtraction, multiplication, division, any combination thereof or other suitable operation or calculation.

[Please replace the paragraph beginning at page 34, line 21 with the following rewritten paragraph:]

The game then preferably: (i) performs one or more mathematical operations indicated by operators ~~106~~110, between any two or more award displays 108d through 108f until performing a mathematical operation with each of the award displays; and (ii) displays the result of performing one or more mathematical operations with the values in an total paid display 112. In Fig. 7F, as preferred, the game adds all three award displays 108 together, but alternatively multiplies all three values, etc. The alternative embodiment of Fig. 7F includes performing any mathematical operation with the award displays such as addition, subtraction, multiplication, division, any combination thereof or any suitable operation or calculation. The game also provides the resulting amount of credits or multipliers or other gaming device award, such as a number of picks from a prize pool, to the player and enables the player to cash out and redeem an amount of credits generated by the resulting amount.

[Please replace the paragraph beginning at page 35, line 22 with the following rewritten paragraph:]

When each set is complete, the game performs the above described Boolean operation on the values corresponding to each food item of each set 104m through 104o and preferably places the highest value in the corresponding award display 108g through 108i. The game performs a mathematical operation as indicated by the operators ~~106~~110, whereby the game preferably adds each of the highest values of the sets, displayed in the award displays 108g through 108i. The sum equals the players award displayed in the paid display 112.